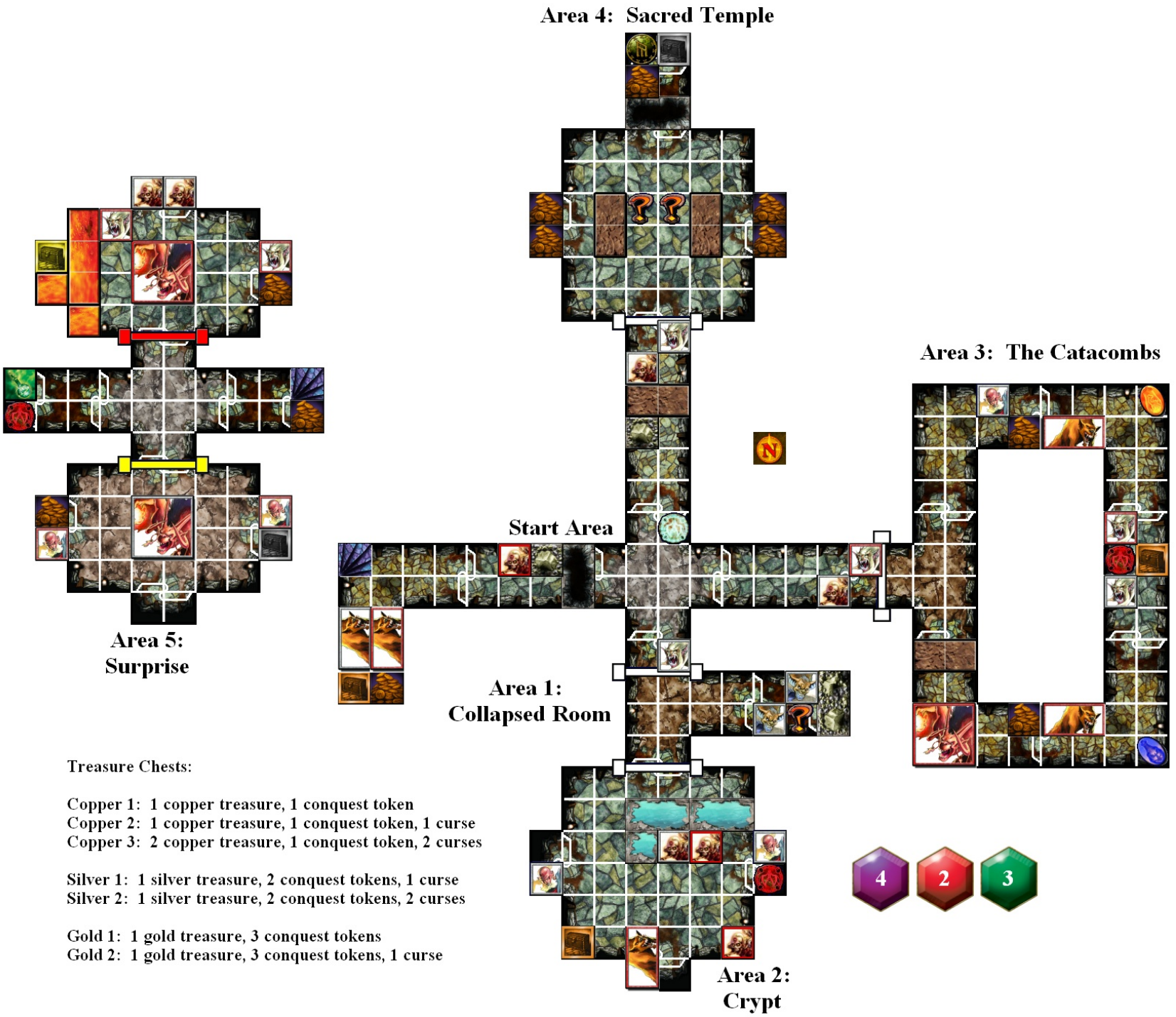

Treasure Chests:

Copper 1: 1 copper treasure, 1 conquest token
Copper 2: 1 copper treasure, 1 conquest token, 1 curse
Copper 3: 2 copper treasure, 1 conquest token, 2 curses

Silver 1: 1 silver treasure, 2 conquest tokens, 1 curse
Silver 2: 1 silver treasure, 2 conquest tokens, 2 curses

Gold 1: 1 gold treasure, 3 conquest tokens
Gold 2: 1 gold treasure, 3 conquest tokens, 1 curse

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The Dydrian Crypts

By Nostromo

Scenario Background

The peaceful Valley of Rivers End is reeling from a sudden series of murderous undead raids. It was reported several days ago necromancers commanding skeletons and ghouls were rampaging the numerous farms, hamlets and forts in the Rivers End Valley. The Baron's scouts and soldiers have isolated the origin of these attacks from the sacred Dydrian Crypts. Even more disturbing is these undead minions have killed many and pillaged nothing. The attacks appear to be for no other reason than to extinguish life in this peaceful Valley. This must be stopped.

Your petty little band of adventurers has been summoned to the Baron's Grand Hall where he begs you to investigate the Dydrian Crypts. He informs you that the Dydrian crypts were once a respectful burial ground for the Kings men and honored countymen. He needs to know: Could the source of these heinous attacks have originated from these crypts? What could have entered this sacred place and corrupted it?

One of the Baron's High Mages casts a Teleportation Portal in the Grand Hall. He tells you it will take you right to the heart of the Dydrian Crypts and assures you he will keep it open so you can come to town for rest and supplies when needed.

The Baron of the Rivers End Valley looks at you expectantly...

Important: The players start with 400 gold instead of 300 gold.

Mission Goals

You must enter the Dydrian Crypts and snuff out any evil that lurks there. The Overlord starts with 3 cards and zero threat while you start with 100 extra gold pieces to purchase items with and 1 extra potion of your choice per hero.

If you fail in your quest, by losing all conquest tokens, an undead legion rises out of the Dydrian Crpyts and destroys all life in the Valley.

The heroes start with 6 conquest tokens.

Important: For thematic reasons this module considers all Beastmen figures to represent Ghouls. Ghouls play identical to Beastmen including their stats, spawning cards etc. The only statistical change is that both regular and master ghouls also have the Leech ability in addition to their other abilities. Otherwise regular Ghouls and Master Ghouls are considered the same as their equivalent Beastmen counterparts.

Leech: For every wound token lost during a Leech attack, the target loses 1 fatigue, and the attacker is healed 1 wound.

Start Area

As you step through the Teleportation Glyph you are chilled to the bone. The floors are damp and the frost from your breath hangs in the air as you adjust to the piercing cold.

As your eyes get used to the torch light you hear noises and movement all around you...

The Hell Hound in this room is just like a Master hell hound except that it gets 1 additional armor and the Burn ability. In addition, these Elite Hell Hounds have valuable claws that fetch 100 gold on the open market. When a hero kills this Hell Hound they get 100 gold instead of 50.

Remember, the Beastmen get the Leech abilty.

Area 1

It appears the corridor has collapsed or perhaps a room beyond has sunken...all that remains is some rubble.

If a hero ends her turn adjacent to or on the encounter marker read the following:

You notice something in the rubble...

To search this area roll a number of power dice equal to your subterfuge skill level.

This will be a one time Search Test. You may remind or hint to the players that the hero with the highest subterfuge should make the roll. In order to search this area a Hero must end his turn on or adjacent to the Encounter Marker.

If the Search Result Yields Zero Surges read the Following:

Desparately searching, you scour the rubble for any sign of treasure or keepsake. After a few moments you find a large wooden box. Anxiously, you open the musty box and find a ominous looking stone statue no bigger than a pint of Ale. You grab the item to examine it further. As you touch the statue your body is wracked by a seering pain. Instinctively, you let go. Right before it crashes on the floor you notice it was an ornately carved statue of a demon. You notice it's eyes glow red right before it shatters into many pieces.

The shattering of this statue sends out a Wave of Corruption that chills you to the bone.

All heroes within 4 spaces of the Encounter Marker are affected by a Wave of Corruption.

Remove the Encounter Marker from this area.

Important: Wave of Corruption: The overlord may take one potion from the potion belt of any hero that is affected by this affect. This signifies the 'tainting' or corruption of the water that is held within this potion. Also, each hero takes takes one wound and replaces it with a poison marker.

If the Search Result Yields 1 Surge, read the Following:

Desparately searching, you scour the rubble for any sign of

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treasure or keepsake. After a few moments you find a large wooden box. Anxiously, you open the musty box and find a small cache of potions.

The player that made the Search roll may take 1 potion of your choice, per hero in play, and distribute them as you see fit to yourself or your companions.

Remove the Encounter Marker from this area.

If the Search Result Yields 2 Surges, read the Following:

Desparately searching, you scour the rubble for any sign of treasure or keepsake. After a few moments you find a large wooden box. Anxiously, you open the musty box and find ornate jewelry, artwork and crafts from ages past.... You will have no problems selling these to a collector back in town.

Each hero recieves 100 Gold Pieces as compensation for their newly found goods.

Remove the Encounter Marker from this area.

If the Search Result Yields 3 or more Surges, read the Following:

Desparately searching, you scour the rubble for any sign of treasure or keepsake. After a few moments you find a large wooden box. Anxiously, you open the musty box and find a small cache of items.

The player that made the Search roll may draw 2 copper treasures, choose one of them and give it to a hero of their choice. Reshuffle the other copper treasure card back in the deck.

Remove the Encounter Marker from this area.

Area 2

A bluish tinge is emanating off of a summoning circle in the middle of the room. Skeletons rise from their sacred resting places to serve their new necromatic masters.

The 2 necromancers order their new thralls and hell hound pet to attack!

The Master Hell Hound in this room gets 1 additional armor and the Burn ability. In addition, it has valuable claws that fetch 100 gold on the open market. When a hero kills this Hell Hound they get 100 gold instead of 50.

Area 3

You have entered the main ancestral burial grounds of this crypt: The Catacombs. It appears something is guarding this area as you hear movement beyond...

The Master Hell Hound in this room gets 1 additional armor and the Burn ability. In addition, it has valuable claws that fetch 100 gold on the open market. When a hero kills this Hell Hound they get 100 gold instead of 50.

Remember, the Beastmen get the Leech abilty.

Area 4

Toward the north end of this room you notice a sunken altar. Depris and mud have collected throughout the room from many years of neglect. However, the walls are emaculate with silken drapes and frescoes with gold and blue inks. Expensive tapestries adorn the east and west walls. In the ceter of the room is a ornately carved statue of a Knight out of marble. It must be worth thousands of gold.

Beyond the sunken altar you notice what must have been a hidden room. Lucky for you treasure remains.

As you attempt to step into the room you here a sizzle and the crackle of fire...

Statue Fire Trap:

Once the heroes have opened the door and you have read the Flavor Text, immediatly make a breath attack (using the template) based on the question marks as the Creature. Follow all normal rules as breath attacks but treat the 2 question marks as the 'hell hound' figure for purposes of aligning the template.

The breath attack rolls a white dice and three power dice. Doom will add 1 additional power dice if it is in play. The attack also has pierce 2 and burn.

In addition to the initial attack, you may attack with this Fire Trap at the end of your turn, each turn since the trap resets. If there are heroes in range you may make a Statue Fire Trap attack before the heroes turn, right at the end of your turn. This attack costs 2 threat, however the initial attack is free (when the heroes open the door).

Area 5

As you open the Yellow Rune door--you hear a deep and resonating cackle. The Red Rune Door behind you opens up and a Demon emerges. Flames shroud his body and the room seems to be aflame as well.

He shrieks in anger as he commands his troops to attack you.

When the yellow rune door opens, immediately open the red rune door. You may interupt the normal flow of the game and activate the Master Demon once. After he has been activated play proceeds as normal (where the heroes left off after they opened the door).

The master Demon is "Kal' Thraxus". He has come to this plane to build an undead army and to snuff out all mortal life

He is just like a Master Demon except that he has 1 extra armor, 6 extra health and Pierce 3.

When Kal' Thraxus has been defeated, read the following:

The blood stained and battered demon slumps to the ground. He and his necromancers and undead army have been defeated.

Congratulations, you have won this quest. The baron throws a festival and celebration that lasts 5 days in your honor as the entire countryside is thankful. You gain 4 conquest for your efforts.

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